

DRAGON USER



The independent Dragon magazine

September 1985

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What is the meaning of List? Just one of those study questions which somebody just might send us in answer one of these days

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You can test your skills of the nation with this game of 32 separate counties and details in the British Isles

Books And Code

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PUT... EOR

A useful additional command

Core Wars

Is the heart of the Dragon program hung page at with Red Code, joining subtlely against death

Mechine Code Tutor

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The first in an occasional series of retrospects on the adventures of Scott Adams

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Arcade Arena

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Adventure Trail

The secrets of Jaspap on untold

Competition

Solutions to last month's notices: a new quiz puzzle and the month's answers

Editorial

Rumours get circulating from time to time, like the rumour which said that Dragon User would cease after June (circulated among newsgroups), that no-4-so isn't going to produce any more Dragon software (which has often proved to be true, but not as often as it has been put about), that the Dragon is dead (after Dragon Data closed down in 1984) ... now someone else has started a rumour that our publishers don't like Dragon User, whatever that is supposed to mean.

This concerns us, because it is vague notions like that which cause stress and despondency. Now listen here: the publishers brought in new staff to help Dragon User going, a new computer to help with the administration, and brought all the subscribers under their own control to avoid problems. While the demands, so will Dragon User, the demand comes from users. So don't be discouraged by rumours — some of us want them to become self-fuelling.

On a much jollier note, a well known electronics company has some Dragon 32 reference cards to give away. See page 4 for details.

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How to submit articles

The quality of the material we can publish in Dragon User is important, and it is very glad to see you are making your Dragon. The Dragon computer was selected on the market with a powerful version of Basic, but with very poor documentation.

Articles which are submitted to Dragon User for publication should not be more than 5000 words long. All submissions should be typed (handwritten submissions are not possible) and be accompanied by a diskette with the program. Programs should be submitted on a computer printed on plain white paper and be accompanied by a list of the program.

We cannot guarantee to return every submitted article in progress. We cannot keep it easy if you want to have your program returned you must include a stamped address envelope.

Counties Quiz

J Hewitt takes a topographical around the UK and Ireland

THIS PROGRAM asks you on your knowledge the map of the United Kingdom and Ireland. The program has four levels (so complete or intermediate) a selected character set, a free town map of the British Isles covering more than one PMDOD, a score, computer style, played eight quarters that are not repeated during a game, scoring and percentage facilities and ratings on your experience for other users.

First type in the program and then RUN. It will ask for the number of questions you wish to be asked. Enter two-digits and press ENTER. If you make a mistake you can only press the backspace after typing each digit. You must have more than 10

questions in any one game to allow an accurate rating.

After a short wait the British Isles will be displayed. If the county in question is to the north of the map (essentially Scotland) you will see the top four-tiths of the map. Similarly the same is true for the southern part of the map. This is because the map takes up five graphic pages and only four can be displayed at a time. The programme draws and fills a county apart from some of the islands which have boxes round them.

You then have to name the county.

Each county is represented by a three letter code, which is normally the first three letters of the name. See accompanying table for complete list of codes. Type in

THREE letters and press ENTER, and as before if you make a mistake you can press backspace when you have entered all three characters, then delete them all.

Only the regions not counties are shown on the map of Scotland.

Your score and percentage will be updated, you will be prompted to press a key, and then another county will be shown until all your questions have been asked. Press Y for another game.

If all the typing seems too much then an enhanced version with auto run can be obtained for £2.50 from Mr J Hewitt, 25 Hammonds Green Church Meadow, Hixon, Staffs ST18 0PD.

Table of Counties

1. Anglesey	—ANG	23. Durham and	46. Leicesters	—LEA	71. Roscommon	—ROS
2. Ayr	—AYR	24. Galloway	47. Leinster	—LEI	72. Satop	—SAT
3. Bedford	—BED	25. Durham	48. Leith	—LEI	73. Shetland Is.	—SHE
4. Berkshire	—BER	26. Dyfed	49. Lincoln	—LIN	74. Sligo	—SLI
5. Brecon	—BRE	27. East Sussex	50. Lincoln	—LIN	75. Somerset	—SOM
6. Buckingham	—BUC	28. Fife	51. London	—LOD	76. South Glamorgan	—SGL
7. Cambridge	—CAM	29. Gwent	52. Longford	—LOD	77. South Yorkshire	—SNO
8. Cardiff	—CAR	30. Gloucester	53. Louth	—LOT	78. Stafford	—STA
9. Carnar	—CAR	31. Glamorgan	54. Louth	—LOT	79. Southayde	—STR
10. Central	—CTR	32. Glamorgan	55. Manchester	—MAN	80. Suffolk	—SUF
11. Cheshire	—CHE	33. Glamorgan	56. Mayo	—MAY	81. Surrey	—SUR
12. Clack	—CLA	34. Glamorgan	57. Mayo	—MAY	82. Tayside	—TAY
13. Cleveland	—CLE	35. Glamorgan	58. Mayo	—MAY	83. Tipperary	—TIP
14. Clydes	—CLY	36. Glamorgan	59. Mayo	—MAY	84. Tyne and Wear	—TAY
15. Cork	—COR	37. Glamorgan	60. Mayo	—MAY	85. Ulster	—ULS
16. Cornwall	—COR	38. Glamorgan	61. Mayo	—MAY	86. Warwick	—WAR
17. Cumbria	—CUM	39. Glamorgan	62. Mayo	—MAY	87. Waterford	—WAT
18. Derby	—DER	40. Glamorgan	63. Mayo	—MAY	88. West Glamorgan	—WGL
19. Devon	—DEV	41. Glamorgan	64. Mayo	—MAY	89. West Lothian	—WLO
20. Dorset	—DOR	42. Glamorgan	65. Mayo	—MAY	90. West Midlands	—WML
21. Dorset	—DOR	43. Glamorgan	66. Mayo	—MAY	91. West Sussex	—WSS
22. Dublin	—DUB	44. Glamorgan	67. Mayo	—MAY	92. West Yorkshire	—WYO
		45. Glamorgan	68. Mayo	—MAY	93. Wexford	—WEX
		46. Glamorgan	69. Mayo	—MAY	94. Wiltshire	—WIL
		47. Glamorgan	70. Mayo	—MAY		

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because of the architectural instructions and such like.

As for the books, not possessing copies of every machine-code book, I cannot give a complete opinion. My opinion are also tempered by my programming background. David Barnes's *8088 Machine Code Programming* received a favorable review in the November 1984 issue (I have never seen it about and not particularly reading a copy about from curiosity, have not gone out of my way to get hold of it). Being published later than most machine-code books, it would seem a useful proposal.

Fewer mistakes.

The books that I work from are those of the Dragon and the *Lowenthal and Zeis* books. Inside the Dragon was a useful and new as so many books contain so many errors. It is fairly easy to spot an error in a BA-SAC program, but how can a beginner possibly spot and put right machine-code errors? Even mostly BA-SAC books exhibit a pattern of machine-code (including *Sourcebook* books) are notorious for this. I haven't read all the machine code in the Dragon, but the only mistake I have come across in its small 1100-page book coverage is 215 where it mentions the cassette gap flag byte being 80H for continuous (it is not) whereas it should be 80H (correct on page 194). It was corrected by a Dragon Ltd employee and contains much useful Dragon hardware and ROM information.

The *Lowenthal (8085-Assembly)* *Leitjunge* *Programming* and *Zeis (Programming the 8080)* are not too far from the Dragon program most approach. I find the strength of the *Leitjunge* is the detailed examples of games when describing its construction, even more valuable for learning programs when testing it for the first time. I particularly enjoyed the style of the Appendices. I notice that the table states has just had its 87H code many times over for its address. The *Zeis* has more recent information and I feel that it contains much more easily assimilated programming examples for beginners than the *Lowenthal* and with a page per instruction, the instruction code is displayed at the head of pages, in a much easier proportion for the quick check when coding.

Do stop lots of a book and get back over a later if you are struggling — our learning patterns differ so much. So many books seem to be so technical at the beginning that we can get bogged down and give up.

The right tools.

I think a wise man that would do machine-code programs use tools for the job. They are very conveniently printed these days and can only help you get to grips with machine-code most certainly form the tools to be a disassembler, an assembler and a monitor.

I believe that a lot can be learnt from others. There is no one way of programming. By possessing a *DISASSEMBLER*

of the machine-code can be disassembled (parsed into tokens like space code) and examined even though the source code is not given in articles etc.)

The *ASSEMBLER* allows you to write source-code and assemble it into machine code to machine code for you.

MONITOR helps when you come to test machine-code programs. In *MONITOR* you can TRON (press on). A monitor will help you keep through the path that your machine-code is in (or debug, unpredictably taking).

There are still too commonly available sets of books available on the Dragon — *DAGM* (from Computer) and *ALLDREAM* (from Gower). I am a dedicated *DREAM* user and have never seen *DAGM* or *ALLDREAM* user manuals and so cannot comment upon the differences between them etc. Inside the Dragon user *DREAM* for its examples whereas most other books use the earlier multiple *DAGM*. Both are available on cassette. I know that *DREAM* is available on disk when the cassette ports are needed for a disk controller, I do not know about *DAGM*. *DAGM* was reviewed briefly in the September 1982 issue. *ALLDREAM* more thoroughly in September 1985. Looking over my index there are further references to *DREAM* in the July 1984, October 1984 and June 1985 issues.

Perhaps now you can see why I strongly recommend the use of a machine-code book or an Assembler presents such a difficult problem.



DRAGON BOOKS

List compiled
8th July 1986



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Dragon Book

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PUT ... EOR

C.C.A. Smith adds an exclusive OR to PUT and shows everyone up

IT HAD often struck me as strange and misleading that although the parameter lists for the PUT command include AND and OR, they do not include the third logicalised one—XOR (exclusive-OR).

The program shown here corrects this deficiency. There is also a separate notation program which shows the effect of overloading on the system PDR.

When a portion of a graphics screen is used in an array-based GET with the `CLIP` on, there are a number of ways in which the PUT command may be caused to display a. The PUT parameter displays are coded in the same column as the original corresponding element it scans. PRESET reverses the array column before display (e.g., `NOF` does not display the array at all — it bypasses the column in the screen area supplied. With the two remaining operations — `AND` and `OR` — the column

each point displayed is determined by a comparison of the corresponding points in the image and the existing screen area. A likely threshold image colour (screen colour and resulting colour for AND and OR is shown in Figures 1 and 2).

So far so good. But take the following situation: a program has been written in which an X-shaped cursor moves across a 4 column by 6 row screen. The X is saved in an array called `green`. Using `GET` with the `green` option. Which PUT parameter to use? Obviously not `FOUR` which would always show the cross against a green background. In fact the `DIS` option is normally used, but it does have the drawback that the cross disappears when placed on a red background.

The solution is lower EDR. Each point of the cost curve shows us clearly against which base colour it is placed over. It works.

Figure 2 shows the effect of ECH on the thermal stability of the polyimide.

The BASIC program below loads the machine code routine into a jump table at address \$00000000 and emulates a JUMP to the start address in the RAM block at \$0400. After running the program, the new CPU system will remain available until there is a code reload — or the machine is turned off! — and the machine code is restored to its last state, which should only happen if a new system is loaded. Make sure either you or Run the PCMC will use programs, or to install a new code with PCMC \$00000000.

For the sake of simplicity I have used `X` for efficiency as the main parameter, but without any character or IS-ASCII keyword could be used if the 73rd byte of the dataset stored in the relevant value.

Figure 1 AND
Figure 2

4	3	2	1	
4	3	2	1	4
3	3	1	1	3
2	1	2	1	2
1	1	1	1	1

**Figure 2: OR
score colour**

4	3	2	1	
4	4	4	4	4
4	3	4	3	3
4	4	2	2	2
4	3	2	1	1

Figure 3 **IGRA**
summary statistics

	4	3	2	1	
1	1	2	3	4	4
2	2	1	4	3	3
3	3	4	1	2	2
4	4	3	2	1	1

```

1  * * * * *
2  * * * * *
3  * * * * *
4  * * * * *
5  * * * * *
6  * * * * *
7  * * * * *
8  * * * * *
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```

```
00000000: .section __text,__prolog,NO_ALIGN
00000000: .global _start,@_ZStL__PRETTY_FUNCTION__@PLT
00000000: .type _start,@function
00000000: _start:
00000000:     pushl $0
00000000:     movl $0,%eax
00000000:     callq *_ZStL__PRETTY_FUNCTION__@PLT(%rip)
00000000:     retq
00000000: .end
```

[illegible]

what the programs were running when the basic ended.

There are two parts to this program: the BASIC (subdisplay) and the MAC (no subdisplay). First type in Listing 1 the BASIC and save it. Listing 2 is the hex code for the MAC (also Listing 3 in this file, and more later).

Type in the MAC routine hex loader. Program starts at 27000 and ends at 26000 (say this run with Data D00). The loader will show you the memory point. Enter the string and then the check sum.

After you're done entering the MAC, save it with **SAVE(MICRO) MAP 27000 26000** (subdisplay) to the basic program. (It checks if the code is in it, if not it loads the code from the tape.)

If you encounter any problems while running the program (pressed a wrong key etc.) you can press **(BREAK)** type **20200** and **(ENTER)**.

You can see no program done but Dwarf

started loading banks. Impressed that a new binary and Dwarf copied itself into bank 2. When running the program the right display will show the number of memory (up-bank 1 down-bank 2). Even with 64 characters per line it is not possible to display the actual sign of the numbers (+ and -) as it will between 2 and -2 we use 2 for 2 and 264 for -2. To find out what actually happens, all the display shows more than 128, then the number is number 268 (e.g. if $x = 264 - 256 = -8$).

The memory does not only use all the second bank but, as said before, when you reach the end of the memory the program simply wraps around to location 0 bank 1. That is why there is no need to worry about where your program starts in the memory. Note: Although the display shows as in the example 264 instead of -2, when you type in the program type 4 AS IT IS -2, not 264 (Dwarf). This program copies itself to another place in the memory and breaks

control to there. By running a test with

```

display
DAT 0
DAT 50
MOV @p @p+1
CMP # 255
JMP 4
ADD # 1-5
ADD # 1-5
JMP 5
MOV # 254
JMP 14

```

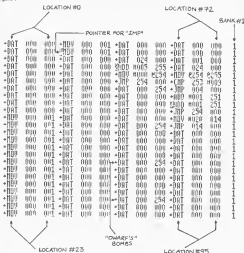
Capture This is the smart and able assistant Imp and the basic it captures Imps pointer and signed 4 bits end. This could be used later on in multi-tasking some capture can control its own pointer for programs and Imps a lot for any duplication.

```

DAT 5
SUB # 10-1
MOV # 1-7
SUB 24
ADD # 1-5

```

Figure 1



Get Logical

Geoff Campbell and Jason Orbaum look at Boolean theory

WEEK 11: This is the week in which we go over
AND OR NOT, and NOT

On the other hand, the topic of *when* to use arrays but for *stack*, *heap* or *register* is not as it is actually extremely easy to tell and even the theory that most of us learn is largely with some practical applications and time. For those of you that think with the GET and PUT commands in Microsoft Extended BASIC on the Datapoint (though why the heck you should be programming in BASIC any more is fairly beyond us) the commands AND, OR, XOR, and NOT should need very little explanation. However, for those part of readership body that follow with explanation of AND, OR, XOR, and the other two instructions, I can

The instructions are all **BYTEWISE**, which means that although they work on bytes, the results are partly dependent on individual bits within the two groups of bytes. For example, we might as well start with the **NOT** instruction, which takes the opposite that has just and opposite if it has a value 0. **NOT** Are the ones complementers – one last month's article. This is represented as **NOT**.

If we want to express the value C as the logical AND of two values A and B , we write $C = A \cdot B$ (or $C = A \wedge B$) which is equivalent to the arithmetic multiply for reasons that will hopefully become clear. To work the value out, any bit in C is set (1) if both A is in A and B are set, otherwise the value is 0. Thus if $A = 01100101$, and $B = 10010101$

Region	Age	Sex	STIRACCHIA	OCCORRENZA	Codice
			08-1-1968		
			08-1-1968		
			08-1-1968		

1000

Moving light in on the QR instruction is very similar. We'll suppose we're given $A = 18$, which is obviously equivalent to the arithmetic value and system files along with that previous addition to and from C will be replaced a few lines later. The QR instruction is not so far from setting a reference to the value of A and B in our case, since the B value is used for the value of $C = A + B$ instruction.

[illegible]

1000

[illegible]

Figure 1. Comparison of the results of the two experiments			
Experiment 1		Experiment 2	
Condition	Mean	Condition	Mean
Control	1.0	Control	1.0
Condition 1	0.8	Condition 1	0.8
Condition 2	0.6	Condition 2	0.6
Condition 3	0.4	Condition 3	0.4
Condition 4	0.2	Condition 4	0.2

How – all got that? Good. We can now move into the more interesting material: **PostgreSQL OR**. OR for short. This has no symbol that we can remember, so let's get the arithmetic conversion for us. With OR, a bit in the result is set if one or the other, but not both, of the inputs has a set. It can be expressed in terms of the preceding three expressions as:

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Abstract

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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We will cover practical applications which are begun on a later date. And that's about it for this month. Just to tell you that next month is a VERY important episode. It's called "The Great Beyond!"

Next month we will be publishing a comprehensive table of all the constraints (macro) for simple machine coding on the Dragon, along with a revision dependency graph for each constraint. This makes the code off to the limiters of Machine code answers but after a one-month delay, we hope such will be issued for the Dragon all the really useful stuff like saved graphics interrupts (DMA) and data compression.

Scott Adams Adventures

and Jason Orbeum starts rewriting the Adams family of adventures.

ARMED with a newly full seat Scott Adams' adventures, series of books from all "and interestingly so!" However, at the point the language declined and original may be the. Perhaps, in a state of jubilation Adams was invited to the doctoral opened, and the emotional was, changing as we approach it. So, what kind of site intends to do help you with the easier possibility, as he's adventures on the page we have opened, and provide you with a whole new

Development of the nervous system and sensory pathways leads to increased activity in the sensory cortex.

At All Good, a guarantee is only as good as you are able to make good on it. That's why we don't just promise to make good on our guarantee. We make good on it by being there for you when you need us. We're the only company that offers a 24-hour, 7-day-a-week, toll-free helpline. So you can get the help you need, when you need it. And we'll make good on our guarantee. Because we know you will, too. Call 1-800-451-1111.

23. Scott has a written copy of his tour and costs plan for each day.

4) Most money demand always has a unit root
 (Money demand has low and increasing)

The code itself is going to print close to the characters it sample. Simply read the code letters and ignore the spaces. The reason they are not is because the program is not tracking a character that it would want to read.

[illegible]

Abstract

The city you'd found is a magical land of Dragons and Magic, and the answer simply to collect hidden treasures and more Dragons. www.dragons.com

[illegible]

Many of the 11 species are most common in the wetlands and other habitats that surround the

Table 1

- Current catch the fish?


```
MEAWEDDANTEYTLUWMOBBLADSTOT
FLDCHOUFWLAZESCH
```
- Stock in the river?


```
MEAGGDEGDAWHDOPEDATOFLEA
DAG
```

- Control group performed as well as
MAYLEIGH/WHITTAKER/UNIVERSITY OF
ALABAMA

Shipping a crown?

• Garrohi jai na khati gharibani?
TENDRAJAGATI BOLIMANTRIC

• **Control:** **Can you control the situation?**

Hot
- Can't get volume down. **Just!**

Can you design?

REFERENCES

— Head line: **CONGRATULATE**
 — Body line: **CONGRATULATE**

Mini Logo

Mike Hasken presents a compact Dragon version of "turtle graphics."

LOGO can mean all sorts of different things to different people. It may provide the means of controlling a real turtle or it grants even to assembly-coded for food of the primary school drawing shapes of the behalf of its infant operators.

Or it may be used to provide a model of mountain or advanced courses in computer science.

Dragon owners have long been able to purchase full-bodied versions of this language. And there can be no substitute for the real thing.

But for those whose chief interest lies in turtle graphics on the screen there is no need when it comes to using DragonDOS to produce the requested effect. The inability to combine standard Dragon characters with graphics is a disadvantage of course regarding this. All letters and numbers should be defined as graphics characters. So lines 100 to 500 are taken up with a full set plus square brackets.

Need I mention that you already have such a set of graphic symbols. It is but a matter of time before the venerable things do have it to feed your soul from some of the programs before the untested authors. Remember it necessary, and then type in the remainder of the MiniLogo lines. (Conveniently, all will be provided here even though some cannot be recognized by the command structure in case you have a use for a coherent set elsewhere in your programming.)

But to begin at the beginning.

Users who have come across turtle graphics (Grimm's?) read some good advice provided here in the opening lines up to 180 and illustrated as a printout in Figure 1.

The whole installation section 100 to 600 puts the turtle down in line definitions taking an inordinate time to execute. But by filling the screen first (without the use of any

variables) there is no obvious delay at all and yet the final graphics screen is almost ready to be revealed.

So strong space is reserved, and arrays DIMENSIONED before getting the Dragon to learn its letters. Then at line 570 PENDOWN can be prepared with an awaiting SCREEN command yet 500 sets the initial position/variables. plus file take account of the Dragon's correction for working in radians. The 810 to 840 take us into color.

Characters once illegal ones are displayed quite quickly on the graphics screen as is command is built up by successive uses of PRINTS. To keep programming life simple, the version equates that with all numeric commands there must be a space after the command, before the numbers and only whole numbers are recognized. Backspace delete is allowed as is shift backspace for delay on at a whole only. Completion is signalled with CHR\$(13) — ENTER — at line 630.

A certain amount of jiggery pokery with the color set takes to simplify the PSETTING and PROSETTING of the graphics features, as in the closing of the work space and disappearance of the turtle in lines 630 to 660.

And in anticipation of executing the last thing it is to discover whether it is a single word instruction (such as PENDOWN) or a numerical expression (P 30, say). The distinction is made by looking for the mandatory space. The procedure also involves the part which is to be "CALLED" to be supplied out by line 180.

Then the command is compared with the array of acceptable instructions. (DATA of line 190 might look at lines 1120 to 1100 if the instruction is unrecognized a hint through the loop and is compared with some other illegal commands, causes a REDO signal (line 1040) to be displayed for a few

seconds before exiting a fresh attempt.

At last three-quarters of the way through the program, comes the easy bit — doing the turtle graphics!

Forward and back are identical apart from direction. Line 1150 decides on that detail. Similarly Left and Right differ only in the sign in lines 1200 and 1250.

But PC errors would abound if procedures were not written to avoid trying to draw on the glass in around other TV screens. So lines 1160 to 1420 issue REDO instructions rather than attempt any such thing.

Whether the turtle should be visible or not is remembered by the simple value of flag or pen. But there are three mutually exclusive alternatives: a variable records of movement, name it as a PENUP with index J and 1 whereas PENDOWN is the default. 0 and the obscuring RUBBER flag J 2.

So there are few problems in producing the lines and circles. Many a computer could do as well. But how can the turtle be moved in without leaving a gap in the drawn lines where they coincided with the turtle outline? That is where the Dragon's PUT and OT come into their own, allowing the turtle to be treated as a separate entity stored in a memory block. So it can be put on top of the graphics it is already being asked on and removed without leaving any scars.

Just a couple of points of clarification to conclude. You do have to command PENDOWN again after use of RUBBER. And the difference between CLEAR and START is simply that START returns the turtle to the initial position whereas CLEAR leaves it wherever you left it.

So have fun! If anyone accuses you of wasting time you can always explain that you are venturing up on the principles of ingenuity by fitting circles into or round irregular triangles and what not.

Figure 1.

```
10 REM MINILOGO
20 CLR
30 PRINT #36,"A SMALL VERSION OF Logo"
40 PRINT " "
50 PRINT "REMEMBER Logo COMMANDS:" PRINT
60 PRINT " FORWARD OR BACK (& A DISTANCE)"
70 PRINT " LEFT OR RIGHT (& AN ANGLE)"
80 PRINT " circle (& A RADIUS)"
90 PRINT " penup OR pendown OR rubber"
100 PRINT " hide OR show THE TURTLE"
110 PRINT " clear THE LINES OR start AGAIN"
120 PRINT- PRINT "THE AREA IS 256 UNITS BY 192."
130 REM >>>>>>>>>> Initialization
140 CLEAR 1000
150 DIM H$(12),M$(10),L$(20),N$(9),S(20,20)
160 DATA F,B,R,L,P,PENUP,PENDOWN,RUBBER,HIDE,SHOW,CIRCLE,CLEAR,START
170 FOR L=1 TO 12: READ H$(L): NEXT L
```



```

180 REM >> Character graphics
190 L4(1)="BR1U6R4P20ML5D3"
200 L4(2)="BR1U6R4P20ML3FD0L3"
210 L4(3)="BR1U6R4P20ML5R4"
220 L4(4)="BR1U6R4P20032L4"
230 L4(5)="BR1U6R6HD3ML2L40R6"
240 L4(6)="BR1U6R6HD3ML2L4"
250 L4(7)="BR04R6R4P203ML300GL4H"
260 L4(8)="BR1U6R6HD6UJL6"
270 L4(9)="BR2R4L206L2R4"
280 L4(10)="BR2R32U5"
290 L4(11)="BR1U6R4P204EF3"
300 L4(12)="BR1U6R5"
310 L4(13)="BR1U6R3E3D6"
320 L4(14)="BR1U6R606"
330 L4(15)="BR1U6R4P20GL4R2"
340 L4(16)="BR1U6R4P20GL4"
350 L4(17)="BR06L4R4U4R4P204GB0R5"
360 L4(18)="BR1U6R4P20GL4R2P3"
370 L4(19)="BR2R32U5ML3U6R3P"
380 L4(20)="BR06L3R6"
390 L4(21)="BR1U6R6DSR4R5"
400 L4(22)="BR1U6R6D3P3E3U3"
410 L4(23)="BR06R4P2E2R4P2E2R4"
420 L4(24)="BR1U6R6L6R6"
430 L4(25)="BR0U1R3ML6P3"
440 L4(26)="BR1L6ML6"
450 L4(27)="BR1L2R6R2"
460 L4(28)="BR3R2U6L2"
470 M(1)="BR406"
480 M(2)="BR6L4R2R2R2R2R2R2"
490 M(3)="BR2R32U5ML3EUL3"
500 M(4)="BR5U6R4R5"
510 M(5)="BR21P2R22R2L3U2R2"
520 M(6)="BR22R2P20GL2R4U4R2"
530 M(7)="BR3R3L4"
540 M(8)="BR22R2R2R2R2R2P20P20L2R2"
550 M(9)="BR3R2R2U5ML20R2R2"
560 M(10)="BR22U5R2R2P204R2R2"
570 MODE 4,1: FOLS
580 D=128: S=91: A=0: R=57.29577951
590 LINE(0,185)-(255,191),PSET,BF
600 GOSUB 660
610 PRINT #480,"PRESS ANY KEY TO START...."
620 IF INKEY$="" THEN 620
630 SCREEN 1,1
640 GOTO 760
650 REM >>>>>>>>> Turtle-draw subroutine
660 IF M=1 THEN RETURN ELSE COLOR 5,0
670 H2=8+8*SIN(A): H2=8-8*COS(A)
680 L2=8-4*COS(A): L2=8-4*SIN(A)
690 R2=8+4*COS(A): R2=8+4*SIN(A)
700 LINE(H2,H2)-(L2,L2),PSET
710 LINE-(R2,R2),PSET
720 LINE-(H2,H2),PSET
730 CIRCLE(H2,H2),2
740 RETURN
750 REM >>>>>>>>> Compile an instruction
760 DRAW "BX1,186,CORR2P20R2D"
770 C=0: D4=""
780 LINE(9+C*9,185)-(18+C*9,191),PSET,BF
790 G=INKEY$: IF G="" THEN 790
800 D=ASC(G)
810 B5="BX"+STR$(9+C*9)+"",191,00"
820 IF D=21 THEN LINE(9,185)-(18+C*9,191),PSET,BF: GOTO 770
830 IF D=13 THEN GOTO 930
840 COLOR 5,0: LINE(9+C*9,185)-(18+C*9,191),PSET,BF: COLOR 0,5
850 IF D=8 AND C>0 THEN C=C-1
860 IF D=8 THEN D8=LEFT$(D8,D) GOTO 780
870 IF D=12 THEN G10
880 IF D=47 AND D<58 THEN DRAW X5+M5(D-48) GOTO 910
890 IF D=64 AND D<94 THEN DRAW X5+L4(D-64). GOTO 910
900 GOTO 780
910 D8=D8-C8: C=C+1
920 GOTO 780
930 LINE(0,185)-(255,191),PSET,BF
940 IF M=1 THEN 1000 ELSE COLOR 0,5
950 LINE(H2,H2)-(L2,L2),PSET
960 LINE-(R2,R2),PSET
970 LINE-(H2,H2),PSET
980 CIRCLE(H2,H2),2
990 PUT(E-10,S-10)-(E+10,S+10),S,PSET
1000 REM >>>>>>>>> Analyse an instruction

```

```

1010 DA$="": P=0: Q=0
1020 P=INSTR(1,DA$," ")
1030 IF P<>1 THEN 1090
1040 DRAW "BM210,191:CO"+L$(10)+"BR2"+L$(5)+"BR2"+L$(4)+"BR8"+L$(15)
1050 FOR L=1 TO 400: NEXT L
1060 COLOR 5,0: LINE(210,185)-(255,191),PSET,BF
1070 GOSUB 660
1080 GOTO 760
1090 IF P=0 THEN DA$=DA$ ELSE DA$=LEFT$(DA$,P-1): Q=VAL(RIGHT$(DA$,LEN(DA$)-L-
EN(DA$)-1))
1100 FOR L=1 TO 12
1110 IF DA$=BA(L) THEN ON L GOTO 1150,1150,1260,1260,1300,1320,1340,1360,
1380,1400,1400,1540
1120 NEXT L
1130 GOTO 1040
1140 REM >>>>>>>> Forward and Back
1150 IF L=2 THEN G=-G
1160 EE=INT(E+G*SIN(A)+.5)
1170 GS=INT(S-G*COS(A)+.5)
1180 IF EE<10 OR EE>245 OR SS<10 OR SS>173 THEN 1040
1190 IF J=0 THEN LINE(R,S)-(EE,SS),PSET
1200 IF J=2 THEN LINE(R,S)-(EE,SS),PSET
1210 R=EE: S=SS
1220 GETN=-10,S-10)-(E+10,S+10),S,0
1230 GOSUB 660
1240 GOTO 760
1250 REM >>>>>>>> Right
1260 A=A+G/R: GOTO 1220
1270 REM >>>>>>>> Left
1280 A=A-G/R: GOTO 1220
1290 REM >>>>>>>> PENUP
1300 J=1: GOTO 1220
1310 REM >>>>>>>> PENDOWN
1320 J=0: GOTO 1220
1330 REM >>>>>>>> HUBBER
1340 J=2: GOTO 1220
1350 REM >>>>>>>> HIDE the turtle
1360 M=1: GOTO 760
1370 REM >>>>>>>> SHOW the turtle
1380 M=0: GOTO 1220
1390 REM >>>>>>>> CIRCLE
1400 IF Q=0 THEN 1040
1410 GE=G*SIN(A): GS=G*COS(A)
1420 IF E+GE<0 OR E+GE>255 OR S-GS<0 OR S-GS>183 THEN 1040
1430 PMODE 4,1
1440 IF J=2 THEN COLOR 0,5
1450 CIRCLE(E+GE,S-GS),G
1460 COLOR 5,0
1470 GOTO 1220
1480 REM >>>>>>>> CLEAR the lines
1490 PCLS0
1500 GETN=-10,S-10)-(E+10,S+10),S,0
1510 LINE(0,184)-(255,191),PSET,BF
1520 GOSUB 660
1530 GOTO 760
1540 REM >>>>>>>> START again
1550 E=128: S=91: A=0: GOTO 1490
1560 REM MIKE HUSKEY.

```


Hold to hold the blanket and the string but HOLD STRING, HOLD BLANKET and HOLD BLANKET AND STRING don't work. So what will? Paul is perplexed at 100 Paceshoe Road, Milwaukee. Darnest at 1077 1812.

Anyone purchased by Oregon House law should consider Slave Driver 53 Valley View Lomington, Newcastle Upon Tyne NE15 8DD as Slave has solved that one. I still needs help on The Air Buggy and Jurisdiction. See next months column for clues galore. Slave

There's been a lack of help so far this time, but let the truth with some more info on Madonna and the Madonna Love Slave Band! who provided some details about the spots that gave them their chance. Steve says he's happy to try to answer specific questions on the adventure if anyone wants to ring him on 0227-706517, and he's there most evenings from about eight to ten o'clock. The following details on Madonna aren't going to be printed backwards, there are too many of them for that but let us see many people are stuck all over the place in this case. I hope no-one will read:

1st Floor: all items dropped in the main corridor remain safe till needed, but dropped elsewhere they may be relocated by the sprits. There is always one spirit tag on this floor to which you may take the magicians and the food. To discover the items needed to get the southeast locked info, the

Jewel box, tablet, scarab and scroll are Pseudo-treasures as they are found in the same locations as normal treasures but they don't score points though some do have other uses. You cannot bottle water from any pool on the floor and drinking water adds 32 points to your condition. Eating food adds 80 points, and as you eat more food is relocated on floors one and two only.

Second Floor: at the start of each game this contains the lion, tiger and skull, and also has three rooms to get these trophies (you'll need the parchment, talisman and rope from the fourth floor).

Third Floor: We always find the same rooms, heated, comfortable and nice.

data and is the most difficult level to map being split into five different areas. Use the BNCX command frequently as there are many one-way moves from one area to

4th Floor: Always contains at start of each game the parchment (salamander), rope, scapine, goblet, glowing socks, music room and a second cat. In the music room you'll find the flute, rope and parchment (play the flute and climb the ledge). For the glowing socks use **Oxide**. The **LOOK PIT** command works at random times to keep things

I also tend to work at random times but with any luck the next time will be next month.

Adventure Contact

To help our valued adventurers further, we are instituting an Adventure Hospital — simply fill in the coupon below, giving the name of the adventure, your problem and your name and address, and send it to: **European User Adventure Help Line**, 10713 Little Newport Street, London W12SH 9PP. As soon as enough names have arrived, we will start printing them in the next issue.

Don't worry — you'll still have Adventure Trail to write to us with!

```

Name: 
Position: 
Email: 
Address: 

```

Adventure Contact

Adventure 1: Wings of Fear 2:
Synopsis: 3) Canoe Island Problem
 How to get past the guard to
 4) Where to find the Huge
 Lying Atom? 5) Where to get
 the cure? **Name:** Amelia **Social**
Address: 18 Linton Road
 Finch End, Pinner, Middlesex
 HA6 4PH Tel: 01-422 1713

Adventure: Franklin's Tomb
Problem: I am stuck and I
 cannot find the way, color or
 get out of the pot. **Name:**
Jonathan Miles **Address:** 137
 Northway Road, Salford, Great
 Manchester

Adventure Sprygs Problem
Fighting evil and saving the
universe. Name: A. Story
man and J. Sartin. Address:
36-Carson Park Road, Goshen
in Ohio, USA.

Advertiser: Justposition
Problem: How do I get the general and the Direct ad shown and the transient left?
Name: Gary Coding
Address: 200 Bedford Lane Great Bedford, Connecticut 06030

Advil/Aspirin: Stomach Problem
What do you do when you get to the computer. How do you get to the planet and back up?
Where is the birth scene. How

do I get the co-ordinates right?
Name: ***Address: 40 Farn
mouth Road, Abingdon, Oxford
mail the info

Adventure: Williamsburg
Solved the Problem: How do you get over the wall to the secret passage without being shot by the police? **Hint:** D.H. Lawrence. **Address:** 15 Parkville Road, Prosech, Greater Manchester, M20 0NG

Adventure: Justaposition
Problem: How do I achieve it?
the solitary line in the yellow
sage? Where are the yellow
and brown 10 cards? Name
Prayer 4 Classroom Address
47 North Class Kingston
(Soc. Mch 2001)

Adventure: Ring of Deceives and Madness and The Mirrored Prisoners: Need any help I can get: I keep getting killed. Please Address: Miller Address: 6 Lefferts Close Rt 1000, Coon Rapids, MN 55433.

Adventures @ Dabbling Prop.
Ideas Everything I can offer
help with Gas Cards and Boys
olive Hazard Names/Related
Genre-Vintage Address
c/infocase No 145, 8-01
info, Medford, Oregon

Adventure The Enigmatic
Mid-Elf Problem: What is
the code name of the third
"action game"? **Name:** Johnny
Brown **Address:** 31 The Grove
Barnet, London, U.K. **E-Mail:**
Adventure-question@Pro-
blems **How many levels in**
Charlie Egg? **How many**
monsters in Outburst in the
Jungle how to get POKE in
DU Attack 100 to work for
Outburst in Space? **Name:**
Paul Palmer **Address:** 12
Uppelhof Road, Malvern,
Worcestershire, U.K.

Problem: How to fill the penguin lunch menu I gave and could someone send a map? **Name:** Alex Stomeron **Address:** 30 Cinnamon Park Road, Cannon Park, Coventry, CV4 9HT

Adventure, Strategy — Moments of Ocean Perilous: Every thing can't get very far please help. Name: Ned Kravall Age: 18. Address: Hoboken, New Jersey. Phone: 201-327-1234. Email: Ned@kravall.com

Adventure Madness and the Merchant Problem Could I have the help sheet please? South Fleet Harbours Q13-Q15B
Adventure: www.bbc.co.uk

Name: Nicholas Payne
Address: 47 Peabody Road
Problem: How do I get the
white key card from the old
cabinets? Where is the map?
Name: Bjorn Polsson Ad
dress: Esplanade No 35
4500 Mosses Norway

Advertiser: Judispepsion
Problem: How to get the
Incident Emerald off the pedestal
without getting pissed?
Name: Barbara Loney
Address: 27 Fishers Lane, Peabody
Wich, Massachusetts 01967

Adventures: The HIT Trilogy = *Temple of the Vampire*, *What Is Going On Here?* (which is going regular soon?) *How to get out the land over?* **Name:** David Huchel/**Address:** 25 Mission Avenue **Phone:** Blackpool 2000000000

Adventure Time Best Problem: How do you get onto the planet? Is there anyone around to play after on the planet? How do you get onto the planet and everything else? Name: Ryan Henderson Address: 2 East Christopher Edinburgh Scotland G5 8JL

